

## Kraujin by Swordgleam

Resembling stunted, wingless dragons, kraujin lair in desert caves, emerging just before dawn to bury themselves under the sand in preparation for the next day's hunt. They live in large family groups, but kraujin from rival families will attack one another as readily as they will attack anything else that passes by – so long as it's not stronger than they are. Their scaly coats range in color from pale tan to deep midnight blue, and patterns of scales in contrasting colors can give a clue as to the kraujin's family, for those who know how to read them.

Kraujin are as curious as they are vicious, collecting magical texts from any intelligent creatures they manage to kill, and digging up old desert ruins in search of new lore. The scrolls and lore are shared among the family, who debate about them and build upon them, creating new spells and variations on rituals. Most of these are completely impractical, as the kraujin are quite content to rely on their natural strengths to hunt. They consider magic to be a form of entertainment, rather than a weapon.

This tendency to hoard arcane texts has caused some adventurers to seek kraujin lairs out, often to their peril: kraujin lairs are infused with a permanent haze of poisonous fumes. Those few artifacts that are retrieved from such lairs are often dangerously toxic even long after being removed.

### Kraujin Veilcaster Level 9 Lurker Small natural magical beast (dragon) XP 400

**Initiative** +4     **Senses** Perception +18  
**Incapacitating Fumes (poison)** aura 1; the kraujin is constantly surrounded by poisonous fumes. Enemies in the aura suffer 5 poison damage per round and take a -2 penalty to all saves.  
**HP** 65; **Bloodied** 32  
**AC** 23; **Fortitude** 21, **Reflex** 25, **Will** 24  
**Resist** 5 fire, 10 poison; **Vulnerable** 10 psychic  
**Speed** 8

#### ⊕ **Strangling Choke** (standard; at-will)

+14 vs. AC; 1d8 + 5 damage, and the target is grabbed (until escape).

#### ⚡ **Venomous Hiss** (standard; at-will)     ⚡ **Poison**

+12 vs. Fort, 2d6+5 poison damage

#### ⬅ **Desert's Call** (standard; recharge ⏏ ⏏)     ⚡

##### **Psychic**

Close burst 5; targets enemies; +10 vs. Will, 3d6+4 psychic damage and the target gains Vulnerable 10 poison (save ends) and is pulled one square closer to the kraujin.

#### **Sandstorm Veil** (standard; at-will)     ⚡ **Illusion**

The kraujin shimmers and vanishes behind a haze of shifting sand. Enemies take a -4 penalty to target the kraujin while it is in this state. The state ends when the kraujin makes a melee attack or moves more than half its speed.

**Alignment** Evil     **Languages** Common, Draconic

**Skills** Arcana +14, Bluff +13, Stealth +12

**Str** 18 (+8)     **Dex** 16 (+7)     **Wis** 14 (+6)

**Con** 12 (+5)     **Int** 20 (+9)     **Cha** 18 (+8)

## Kraujin Veilcaster Tactics

Kraujin hunt in families, usually as small as 5, but ranging in size up to 20. Kraujin veilcasters will burrow under the sand and wait for prey to pass by, then grab them with their *strangling choke* and wait for their aura to subdue them. If there is more than one opponent, the veilcaster will immediately vanish behind a *sandstorm veil*, then use *desert's call* to draw opponents in range for a hiss or a choke.

Once the kraujin is bloodied, it will hide behind a veil, retreating half its speed per round and using *desert's call* as often as it can to keep opponents off-balance. It will keep this up until it has lost its opponents, or lured them into range of a deadly obstacle or more dangerous monster.

## Kraujin Lore

A character knows the following information with a successful Arcana check.

**DC 15:** Kraujin are small, draconic desert monsters. They are highly poisonous, and rumoured to possess arcane talents.

**DC 20:** Kraujin bury themselves under the sand, and always hunt in groups. Some have the ability to hide themselves behind illusions. Many kraujin hoard magical scrolls, but the scrolls often have to be detoxified before use. Some kraujin have psychic skills, and these are strangely vulnerable to enemies with the same talents.